

A VIDEO
GAME CARTRIDGE FROM
TAIRKER BROTHERS



Q*****bert

FOR ATARI 5200 VIDEO GAME SYSTEM

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OBJECT

To score as many points as possible by changing the color of the cubes on the pyramid from a starting color to a destination color. You do this by hopping O'Brien from cube to cube while avoiding the "nasty" characters who will try to stop him. Each time you complete a pyramid, you'll proceed to a new pyramid—or round.

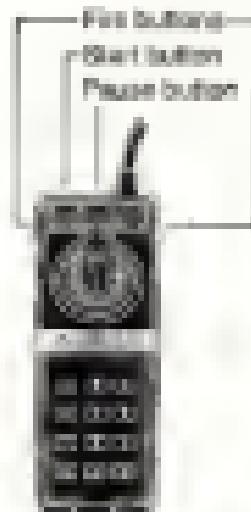
SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot.
2. Push the POWER ON/OFF button. Power is on when the red light behind the button is on.
3. Choose the number of the game you want to play (see Game Selection Box). This number will appear briefly in the lower right-hand corner of the screen. If you skip this step, you'll automatically start playing Game 1.
4. To begin play press down the START button.

THE JOYSTICK CONTROLLERS

Plug the joystick controllers into the jacks labelled "1" and "2." (For one-player games, use only the "1" joystick.) To move O'Brien from cube to cube press down on the Fire button and move the joystick in the direction you want O'Brien to hop. Remember: O'Brien can hop only in a diagonal direction.

To stop action press the PAUSE button. Press it again to resume play.



PLAYERS

Orbits

You play this game with a set number of Orbits (see GAME SELECT/ITEM #206). The first Orbit will appear on the topmost cube when the game starts. Remaining Orbits are shown to the left of the pyramid.

Try to hop Orbit onto every cube so he changes the entire pyramid to the destination color. The destination color indicator is on the left of the screen.



Be careful not to hop Orbit off the sides or off the bottom of the pyramid! If you do, he falls and you lose that Orbit. When this happens, the next Orbit will appear on the topmost cube.

Red Ball

When Red Ball starts rolling, get Orbit out of its path, or it will squash him! If this happens, the next Orbit will appear on the cube where the last one was squashed.

Purple Ball

Does the same kind of damage as Red Ball, except that when Purple Ball reaches the bottom of the pyramid, it hatches Dolly the snake!

Cooly

He's the snake with the perilous pounce! The only way to get rid of Cooly is to lure him off the pyramid by hopping on flying discs.

Hop Oberon onto the red cube. (There is only one correct wall cube for each flying disc.) Then, as soon as Cooly approaches the red cube, hop Oberon off the flying disc...

Flying Discs

When Oberon's in trouble, he can board a flying disc that will whisk him off to safety at the top of the pyramid. The number of discs and their placement to the sides of the pyramid will differ, depending on the level and round.

Just make sure Oberon boards the flying disc from the correct wall cube or else he'll fall off the pyramid!

Left and Wrong Way

Left and Wrong Way appear on the lower portion of the pyramid and move sideways and sideways, ready to jump on Oberon. If one of them does, they need Oberon to appear on the cube where the last one was, jumping

Barn

Barn can't catch Oberon, but he changes the cubes' colors so Oberon's got to switch his tracks. If Oberon stays here, however (by running into Barn), you'll earn bonus points.

Green Ball

Green Ball can't catch Oberon either. But if Oberon patches Green Ball, all the characters except Oberon freeze for a moment. Oberon can continue to hop and you'll earn bonus points.

Red-Eyed Boa

The reward given when you complete the pyramid. As long as you have a Oberon remaining, a new pyramid will appear with a new green/red cube.

ROUND PROGRESSION

As you progress from round to round, Oberon's speed, the size of the other characters, and the frequency of the other characters' appearances will increase.

END OF GAME

The game ends when you run out of Orverts.

To play the same game level press START or the Fire button. To choose a different game level press SYSTEM SELECT, then refer to [Setting the Console Controls](#).



Two-Player Games

Games 4-6 are two player games.

The left player goes first, players alternate turns. Your turn ends when you lose a Orvert.

GAME SELECTION PAGE

Game 1	One-player	You start with 5 Orverts
Game 2	One-player	You start with 4 Orverts
Game 3	One-player	You start with 3 Orverts
Game 4	Two-player	You each start with 5 Orverts
Game 5	Two-player	You each start with 4 Orverts
Game 6	Two-player	You each start with 3 Orverts

PRIZES

Orient changes colors to light-yellow paper	200 points
Orient changes colors to intermediate color	150 points
Orient catches Stem	500 points
Orient catches Ocean Ball	500 points
Orient turns Dolly off pyramid	500 points
Extra points for unused flying discs	50 points (per each disc)

Bonus points 1,000 points
 for completing the final round

Amount increases 200 points for each
successive round, up to 5,000 points

Bonus Orient In Games 1, 2, 4, &
 —one for the first 20,000 points you score,
 thereafter one every 10,000 points
 in Games 3, 5
 —one for every 10,000 points you score

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REACHING THE DESTINATION COLOR

The following describes Orbert's coloring pattern in the new game levels.

S = Starting color I = Intermediate color D = Destination color

Level 1	When Orbert jumps on S, it changes to D. When he jumps on D, it stays at D.
Level 2	When Orbert jumps on S, it changes to I. When he jumps on I, it changes to D. When he jumps on D, it stays at D.
Level 3	When Orbert jumps on S, it changes to D. When he jumps on D, it changes back to S. Orbert's got to start again.
Level 4	When Orbert jumps on S, it changes to I. When he jumps on I, it changes to D. When he jumps on D, it changes back to I. Orbert's got to start again.
Level 5	When Orbert jumps on S, it changes to I. When he jumps on I, it changes to D. When he jumps on D, it changes back to S. Orbert's got to start again.
Levels 6-9	The destination color is switched in the same manner as in Level 5. Play becomes more and more difficult as characters and objects expand with increasing speed.